L Number	Hits	Search Text	DB	Time stamp
-	5	wang-lizhi.in.	USPAT; US-PGPUB	2004/03/26 10:21
-	29	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial or head) same (color with (gradient or gradation or change or sobel) with (low$2 or less$2 or smaller or unchang$3 or below or under or threshold$3 or smooth or smoothly))	USPAT; US-PGPUB	2004/03/26 10:24
-	79	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial or head) same ((color adj chang$3 or gradient or gradation or sobel) with (low$2 or less$2 or smaller or unchang$3 or below or under or threshold$3 or smooth or smoothly))	USPAT; US-PGPUB	2004/03/26 10:29
-	10	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial) and (face or facial or head or area or region or pixels! or portion) same (color near gradient) same (intensity or brightness or luminance)	USPAT; US-PGPUB	2004/03/26 10:46
-	62	(face or facial) and (face or facial or head or area or region or pixels! or portion) same (color near gradient) same (intensity or brightness or luminance)	USPAT; US-PGPUB	2004/03/26 10:47
-	9	((human or person$3 or recogni$4 identif$7) near face or facial) and (face or facial or head or area or region or pixels! or portion) same (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly)) same ((intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased))	USPAT; US-PGPUB	2004/03/26 10:50
-	11	((human or person$3 or recogni$4 or identify$3 or identification) near face or facial) and (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly)) same ((intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased))	USPAT; US-PGPUB	2004/03/26 10:52
-	78	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near face or facial) and (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly))	USPAT; US-PGPUB	2004/03/26 10:55
-	92	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (facial or area or region or pixels! or portion or window or mask) same (gradient with (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly)) same ((intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased))	USPAT; US-PGPUB	2004/03/26 11:06
-	97	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near face or facial) same (intensity or brightness or luminance) with (above or high$3 or large$1 or greater or bright$2 or increased)	USPAT; US-PGPUB	2004/03/26 11:22

-	55	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near face or facial or head or skin) same (area or region or pixels! or portion or window or mask or map$4) with ((gradient or chang$3 or vary$3 or varies or variance) near3 (low$2 or less$2 or smaller or unchang$3 or below or under or smooth or smoothly or uniform$2 or gradual$2 or slow$2))	USPAT; US-PGPUB	2004/03/26 12:41
-	58	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near (face or facial) or area or region or pixels! or portion or window or mask or map) same (gradient or smooth or smoothly or smoothness or texture) with (intensity or bright$4 or luminance or white) with ("AND".u/c. or conjunction or (logical or boolean) adj "and" or combin$5)	USPAT; US-PGPUB	2004/03/26 12:50
-	46	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification) near (face or facial) or area or region or pixels! or portion or window or mask or map$4) same (gradient or smooth or smoothly or smoothness or uniform$3) with (intensity or bright$4 or luminance or white) with ("AND".u/c. or conjunction or (logical or boolean) adj "and" or combination)	USPAT; US-PGPUB	2004/03/26 13:01
-	35	((human or person$3 or recogni$4 or identify$3 or identification) near (face or facial) or area or region or pixels! or window or mask) same (gradient or smooth or smoothly or smoothness or uniform$3) with (intensity or bright$4 or luminance) with ("AND".u/c. or conjunction or (logical or boolean) near2 "and")	USPAT; US-PGPUB	2004/03/26 13:04
-	13	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or chang$3 or gradation) with (smooth or smoothly or smoothness or uniform$3) same ((high$3 or large$2 or great$3 or bright$3 or increased or maximum or white) near2 (intensity or brightness or luminance))	USPAT; US-PGPUB	2004/03/26 13:05
-	4	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or chang$3 or gradation or variation or variance) with (smooth or smoothly or smoothness or uniform$3 or low$2 or small$2 or less$2 or unchang$3) same ((high$3 or large$2 or great$3 or bright$3 or increased or maximum or white) near2 (intensity or brightness or luminance)) same ("AND".u/c. or conjunction or (logical or boolean) near2 "and")	USPAT; US-PGPUB	2004/03/26 13:07

-	186	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or chang$3 or gradation or variation or variance) with (smooth or smoothly or smoothness or uniform$3 or low$2 or small$2 or less$2 or unchang$3 or flat) same ((high$3 or large$2 or great$3 or bright$3 or increased or maximum or white) near2 (intensity or brightness or luminance))	USPAT; US-PGPUB	2004/03/26 13:09
-	44	((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or gradation or chang$3 or color or vary$3 or differences!) with (smooth or smoothly or smoothness or uniform$3 or unchang$3 or flat) same ((high??$1 or large?$1 or great??$1 or bright??$1 or increased or maximum or white) near2 (intensity or brightness or luminance or density))	USPAT; US-PGPUB	2004/03/26 14:47
-	184	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and ((human or person$3 or recogni$4 or identify$3 or identification or locat$3 or tracking or extract$3) with (face or facial or area or region or pixels! or window)) same (gradient or gradation or smooth or smoothly or smoothness or uniform$3 or unchang$3 or flat) same ((high$3 or large$3 or great$3 or bright$3 or increased or maximum or white) near2 (intensity or brightness or luminance or density))	USPAT; US-PGPUB	2004/03/26 14:48
-	10	382/103,115,118,164,165,190,199,203,274,276.ccls. and (face or facial) same (grad$5 or (color near (rate or chang$3)) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/03/26 15:12
-	21	382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial) same (grad$5 or (color near (rate or chang$3)) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/03/26 15:14
-	80	382/103,115,118,164,165,190,199,203,274,276.ccls. and (face or facial) and (grad$6 or (color near (rate or chang$3)) or smooth$2 or sobel) with (threshold$3 or	USPAT; US-PGPUB	2004/03/26 15:17
-	59	382/103,115,118,164,165,190,274,276.ccls. and (face or facial) and (grad$6 or (rate near chang$3) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/03/26 15:32
-	5	382/103,115,118,164,165,190,199,203,274,276.ccls. and (face or facial) and (grad$6 near5 (rate or chang$3)) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/03/26 15:37
-	2	340/5.52,5.53,5.8-5.83.ccls. and (face or facial) and (grad$6 or (rate near chang$3) or smooth$2 or sobel) with (threshold$3 or normali$6)	USPAT; US-PGPUB	2004/03/26 15:37
-	30	340/5.52,5.53,5.8-5.83.ccls. and (face or facial) same (candidate or gradient or gradation or intesity or smooth$4 or bright$4 or hue or saturation or sobel or threshold or normali$6 or erod$3 or erosion or morph$3 or morphologic$2 or ellipse or oval or edge or bound$3 or mosaic)	USPAT; US-PGPUB	2004/03/26 15:38

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–	68	(382/$.ccls. or 348/$.ccls. or 340/$.ccls.) and (face or facial or head) same (contrast) near2 (low$2 or less$2 or smaller or unchang$3 or below or under or threshold$3 or smooth or smoothly)	USPAT; US-PGPUB	2004/03/26 15:50
–	17	5629752.URPN.	USPAT	2004/03/26 15:52
–	75	(skin or flesh or face or facial) same (area or region or window or ellip$6 or block or neighborhood or circle or range or portion) with ("AND".u/c. or ANDed or ANDing or logical$2 or boolean) same (imag$3 or pixel or camera or CCD or picture or pel)	USPAT; US-PGPUB	2004/03/26 16:36